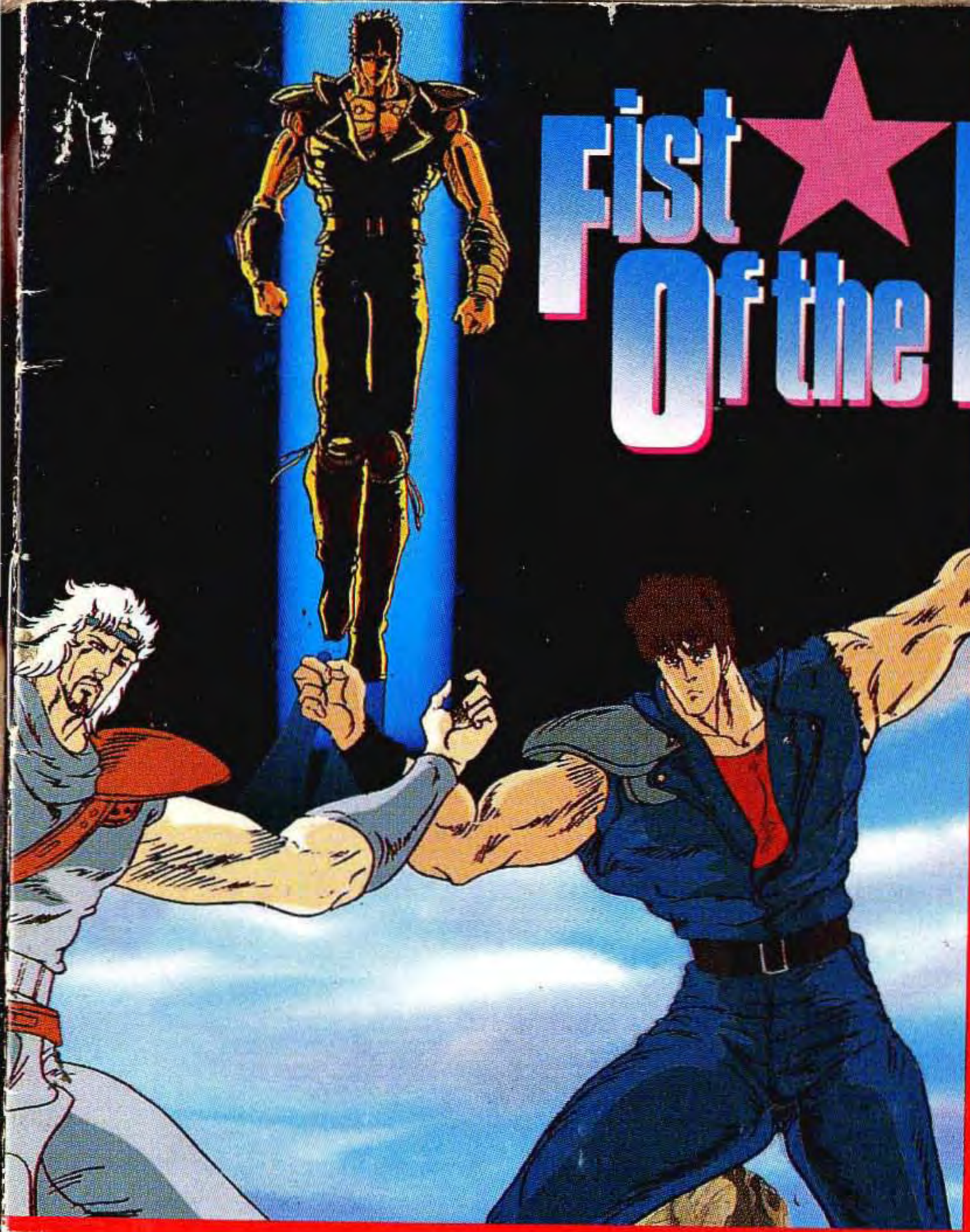
NES-HO-USA

Fist of the North Star™



INSTRUCTION BOOKLET

THIS GAME IS
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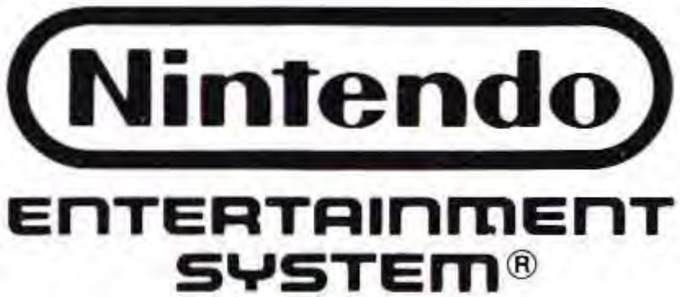
FOR PLAY ON THE



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Thank you for purchasing TAXAN's Game Cassette, Fist of the North Star. Please read this instruction booklet to ensure proper handling of your new game, and keep the booklet for future reference.

PRECAUTIONS

1) Be sure to switch off the computer when inserting or removing your cassettes.
2) Avoid touching the terminal pins and do not get them wet.
3) This game should not be stored in places of extreme temperature.
4) Do not clean this cassette with thinners, benzine, alcohol or any other solvents.
5) Never hit or drop the cassette and do not take it apart.

THE STORY

Ken must battle his way through eight scenes to rescue his people from the tyranny of the Emperor Heaven. Using his bear fist, shooting power, and Gento Karate, Ken must confront and defeat eight vicious enemies who will attack him with Smokeballs, Fireballs, Clenching Claws, White Light Bombs, and the Deadly Sliding Kick.

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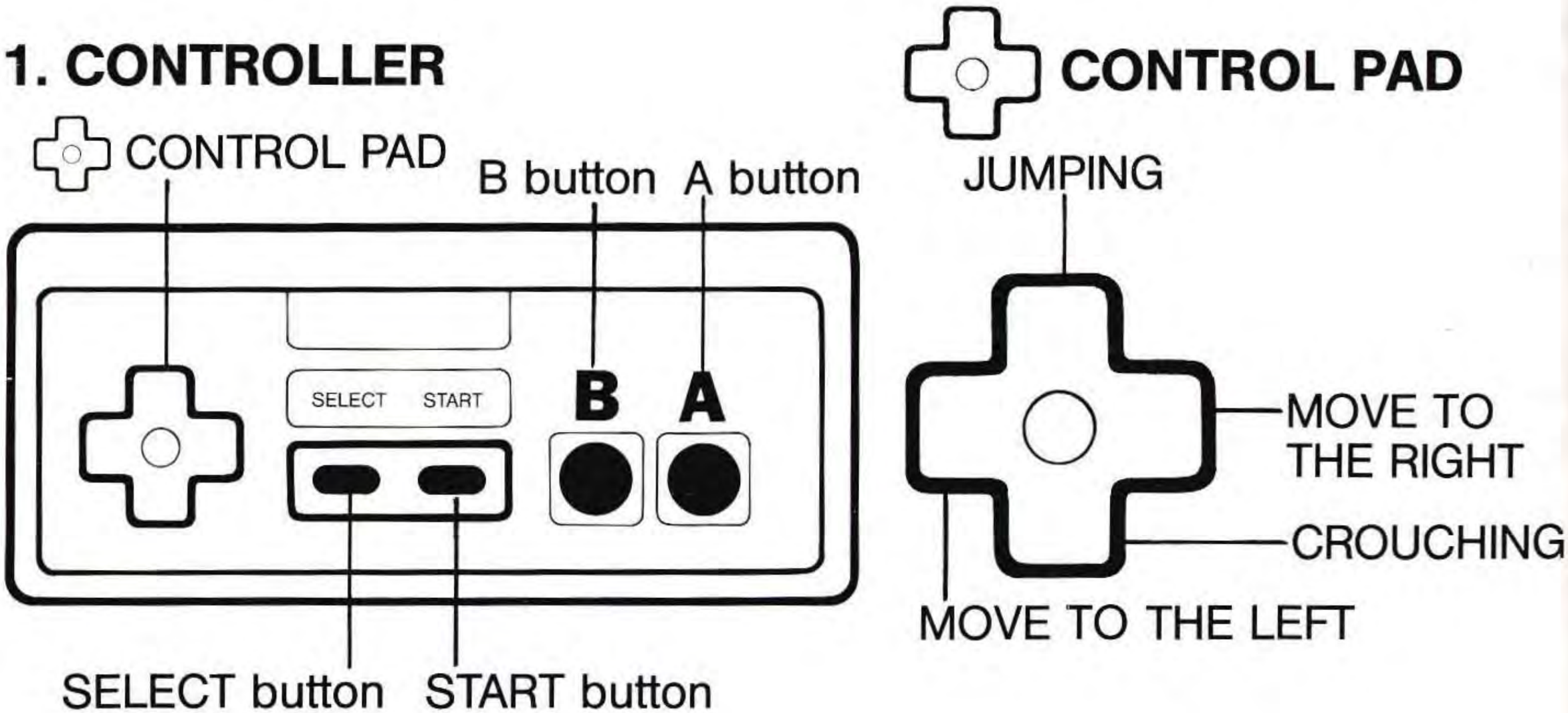
CONTROLLER AND OPERATING INSTRUCTIONS

1. CONTROLLER



SELECT BUTTON

Select 1 PLAYER and VSMODE by pressing the Select button.

A BUTTON – PUNCH
B BUTTON – KICK

START BUTTON

Press this button to begin.

PAUSE FUNCTION

The game stops with the sound of a chime when you press the START button. Press the START button again to resume the game.

SHOOTING ATTACK

Ken shoots in the direction he is facing. Press the A button and B button at the same time when you want to use the shooting attack.

THE NEXT ROOM

You can go to the next room at times during the game.
Press the A button and B button at the same time and then press the right side of ✥ CONTROL PAD after moving to the entrance of the room.

✥ CONTROL PAD

Ken moves to the left and right by pressing the left and right side of the button.

HOW TO PLAY

VS MODE

Before beginning the game, you can practice fighting the enemies in the first four stages. This allows you to understand more about your enemies.

POWER UP

When you knock down certain enemies, you may see a star like this ☆, which increases Ken's strength 1 to 4 times. This star ★ increases his strength 5 to 7 times.

SHOOTING POWER

When you have knocked down twenty enemies, you will get the power for a shooting attack.

ADDITIONAL KEN

With every 100,000 points you score, you will get another Ken.

PROGRESS OF THE GAME

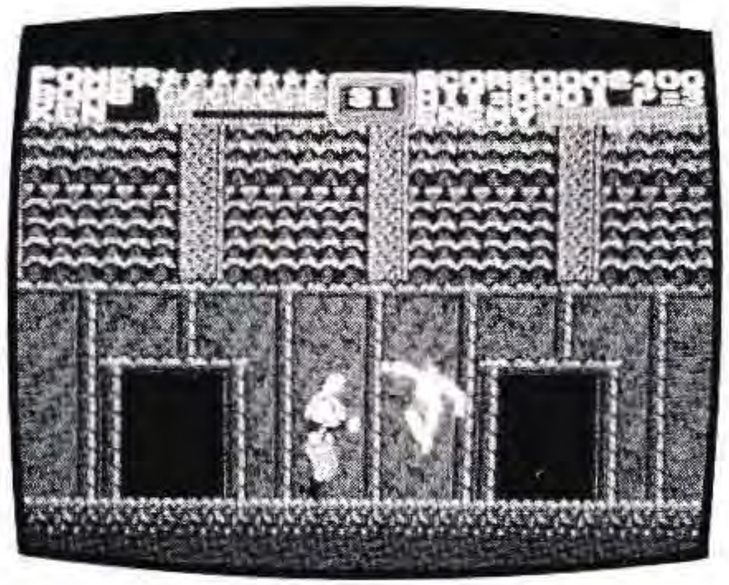
Use the ✚ CONTROL PAD to explore the screen by moving from left to right or up and down.

POWER UP ITEMS

The flag of "Hokuto" allows you to regain Ken's lost energy.
When you see Yulia's necklace (silver) it allows you to regain shooting power.
When you see Yulia's necklace(gold), you will be able to use Gento Karate, which makes you transparent so that enemies and objects will pass right through you without hurting you.
When the time meters indicates "0," you lose one Ken.
Continuation Mode: effective from stage 1 to stage 4. Press both the A button and START button at the same time when you see "Time Over" on the screen.

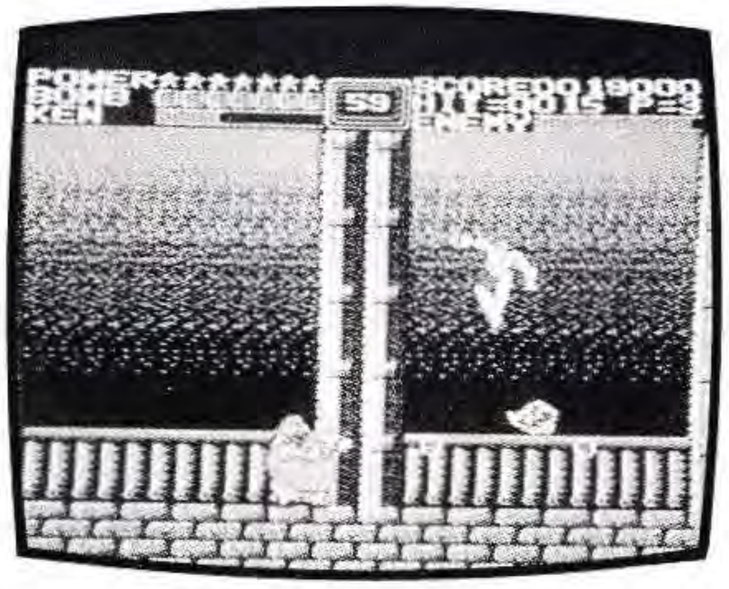
SCREEN INSTRUCTIONS

CHARACTERS



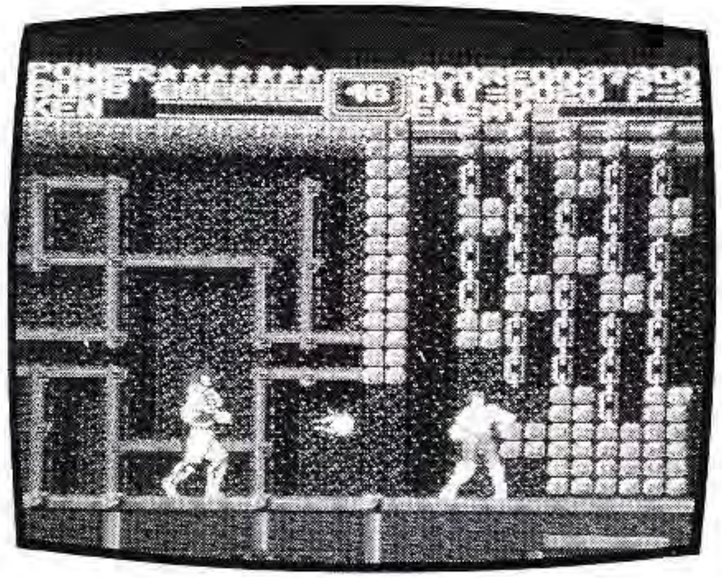
STAGE 1

Bask, whose power is nowhere near that of Ken's, is his first opponent and offers Ken a good chance to prove himself capable of defeating his enemies. Bask attacks with the Kazan Prison Clenching Claws as his weapon and jumps, but his moves are slow compared to other enemies. You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



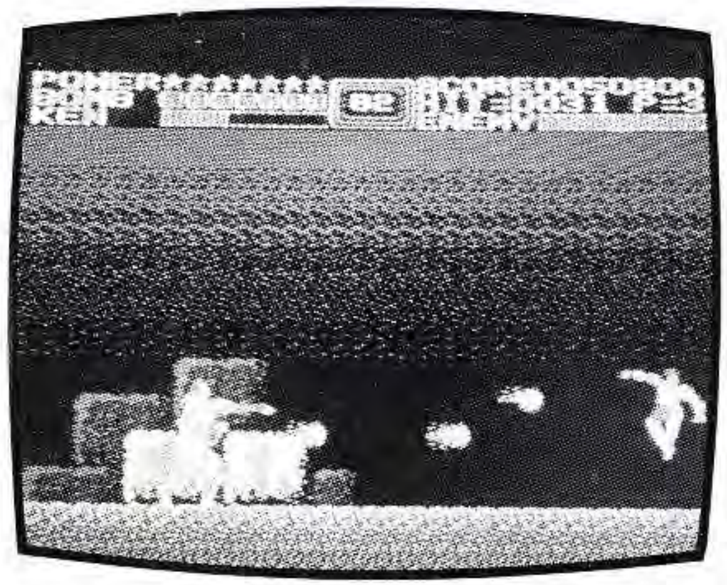
STAGE 2

Gayler is a hideous, fat man whose supernatural power allows him to shoot Smokeballs and Fireballs. His supernatural power is his specialized attack, which is called "Illusion Spinning." You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



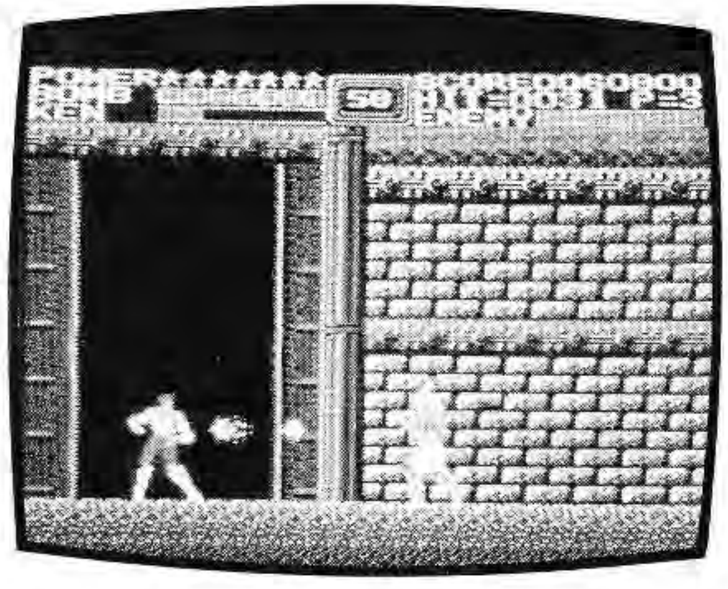
STAGE 3

Tiger, one of the Big Four Generals of Gento, is the evil ruler of the concentration camp for people who he considers Traitors. Tiger is called "Green Light General" because of his green-colored armor. His weapons are the White Light Bombs and a deadly kick. You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



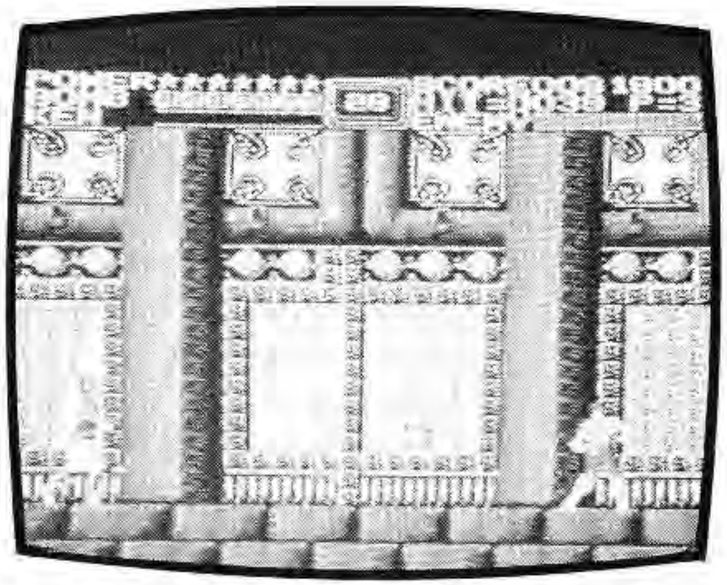
STAGE 4

Solia, is called "Purple Light Solia" because of his purple colored armor. You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



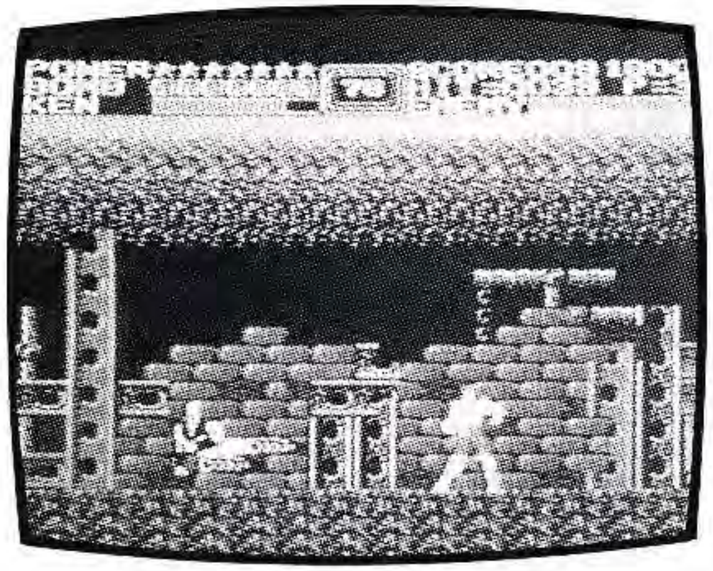
STAGE 5

"Blue Light Bolts," one of the Big Four Generals of Gento is very agressive and his excellent concentration allows to him to shoot successive blasts of White Light Bombs (three bombs per blast). You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



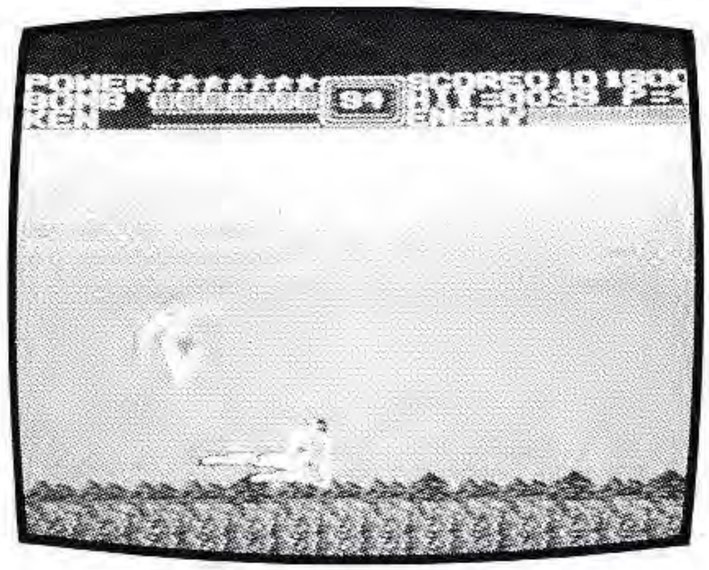
STAGE 6

Like Ken, "Red Light Bronza" can also use the ultimate fighting method, "Gento Karate" and at the same time fire "White Light Bombs." He is very dangerous, so use extreme care. You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



STAGE 7

A master of Gento Karate, the most powerful fighting method, which boasts a history of 2,000 years, "Gold Falco" is one of Ken's most fearful enemies. His weapons are Gento Karate, plus "White Light Bombs" and a deadly sliding kick. You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.



STAGE 8

A fighter from a nation constantly at war, Shula has survived many fierce and bloody battles. The main reason for his survival is a deadly sliding kick which he executes with the precision of a well oiled machine. You can score 10,000 points by knocking him down and 50,000 points by finding and hitting his weakest point.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is. In strict, accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no gurantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the follwing measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE. IF APPICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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